

CSC 3610 – Project 4

This assignment tests your understanding of JavaScript to make an interactive site. You will be creating a small color identifier.

Page Components

The Header

In the header of the page there are two primary items to address. The first item is the RGB value. This should display whatever the current color the user is trying to guess is and update whenever this values changes. The background color of the section remains the starting color unless the user correctly guesses the right answer. At that point the background should be updated to the color matching the correct color.

Buttons

There are three buttons on the page. The new colors button will reset the game and generate a new color and random swatches. If the user wins the game the text of this button should change to Play Again?. There are also easy and hard buttons. Clicking either button resets the game and updates it to the appropriate mode. The button signifying the current mode should be styled with the appropriately selected style.

Color Swatches

The color swatches should display their random color when loading. When clicked on the swatch will disappear if it is not the correct item and put a notification in the white bar. If it is the correct swatch all the swatches will turn the correct color.

Strategy

While this project isn't a large amount of code, it will take some time to get all the little parts working together correctly. I strongly suggest picking one small piece at a time and getting it working. Make good use of functions as needed. Think about which elements you need to manipulate and what changes need to happen with each event.

To Earn a C

- Page needs to set up the initial hard game when the page is loaded
- The title bar should display the correct random RGB color
- Six squares should be present with random colors, one of which matches the correct color at the top
- Clicking an incorrect square should remove it and put an appropriate notification in the buttons area
- Clicking the correct square will load all six squares with the correct color, put a notification in the buttons area, and change the title bar's color to the correct color

To Earn a B

- Complete all C requirements
- Get the play again button configured and working properly so clicking resets the game.

To Earn an A

- Complete all B requirements
- Implement easy and hard mode so the buttons change between three or six swatches.
- Resetting the game should reflect the current mode
- Everything else is working/running smoothly

Submission

To submit your work, you will need to ZIP up all of the content, including any images and subdirectories you have. Be sure to include any provided items from the starter code as well. You will submit your file through the portal. Please let me know if you have any questions.